



## Customizable Drinks Menu

### Playable with Dungeons & Dragons, 5th Edition

Many campaigns and one-shots use taverns for their setting, which makes sense as it is often a place for common folk – be they humans or otherwise – to gather and share news over nourishing refreshments. But how do you make your next tavern feel authentic and not another cookie-cutter bar with the same tables, patrons and the mead for sale?

One fun way to keep your players interested is to create varied and mysterious drinks. These can not only provide a local flavour but could also affect the players as well as the weight of their purse.

I designed the following drinks tables for anyone to enjoy so please feel free to use or alter for your own games. The names of the drinks are split into 3 parts with the effects and price from each section described next to it. Like the names, the effects are prices are accumulated together from all 3 sections.



## Customizable Drinks Menu

*The effects of the drink occur after the user has consumed at least half the drink. How drunk the drinkers become is up to the DM.*

Die roll	Name, Pt 1	Description/Effect (price)	Name, Pt 2	Description/Effect (price)	Name, Pt 3	Description/Effect (price)
1	Lord Orrey's	Generally trusted merchant (2sp)	Questionable	Drinker makes Intelligent Save dc10. <i>See separate table*</i> (2sp)	Mead	Alcoholic drink of fermented honey and water (1sp)
2	Auntie Elira's	Friendly brand (1sp)	Fine	A standard brew (1sp)	Stout	A strong, dark beer (1sp)
3	Fortune's	A clerical brotherhood (5sp), this gives the drinker advantage on any saving throw vs drink effects	Portentous	The drinker focusses on a single tavern event, believing it to be a sign of things to come. DM decides if they are correct (5sp)	Ale	A drink like beer but without addition of hops (1sp)
4	Calister's	Effect's don't work 50% of time, for example a 1, 2 or 3 on a d6 (1sp)	Sizzling	Incredibly potent mixture, the drinker must make a Constitution Save dc10 to succeed or they cannot keep the mixture inside and take 1d4 damage. If they succeed then they have resistance to cold damage for 1 minute (5sp)	Bitter	A beer that is strongly flavoured with hops and has a bitter taste (1sp)
5	Old	A term of endearment (1sp)	Windy	It has undesirable side-effects on the bowels (1sp)	Wine	Alcoholic drink made from fermented grape juice (2sp)
6	Gloriously	Doubles any drink effects (1gp)	Dwarven	Popular, especially as ales, stouts and bitters. (1sp) Wine, not so much. (0sp)	Whiskey	A spirit distilled from malted grain (2sp)
7	The	(1sp)	Fey	Rare, unless in the Feylands. Light and flavorful giving the drinker advantage or charisma rolls for 1 hour. (4gp)	Gin	A clear alcoholic spirit distilled from grain or malt and flavoured with juniper berries (2sp)
8	Sparkling	Complex to create (1gp)	Elven	Popular for wines and lighter drinks (1sp) not so much ales and bitters. (0sp)	Tonic	A non-alcoholic medicinal substance. If there are no other ill effects, this heals the drinker for 1d4 hit points (1gp)
9	Mystical	Changes any effect subtly, up to DM to choose how (1gp)	Marvellous	This is the hallmark of quality. Expect deliciousness (10gp)	Stinger	This alcoholic spirit can feel a bit like taking a dagger to the stomach. The drinker must make a Constitution Save dc10 or take 1d4 damage. If they succeed, the drink is delightful! (5sp)
10	Authentic	Extra credibility (5sp)	Leafy	Brewed in forests or enchanted glades, it tastes distinctly earthy. The user gets advantage on drink effect rolls (2sp)	Clarity	Magically brewed, this will give the drinker a very drunken minute before the effects evaporate completely (1gp)
11	Knock-off	Some bar staff will keep this quiet. Drinker rolls a Constitution Save dc10 or will be sick in 10 minutes (0sp)	Golden	Generally a clerical effect making the drink glow even in darkness for as long as there is liquid in the cup (1gp)	Elixir	A low-ranking potion made with alcohol. <i>Roll on the Elixir effects table*</i> (5gp)
12	Special	Extra-strong alcohol content (2sp)	Hairy	This will increase hairs on the drinker's body. <i>See hair growth table *</i> (2sp)	Conundrum	If the other effects are positive, this contrary alcoholic drink will taste badly, whilst any bad effects this drink will improve the flavour. (1sp)

Die roll	Name, Pt 1	Description/Effect (price)	Name, Pt 2	Description/Effect (price)	Name, Pt 3	Description/Effect (price)
13	Heavy	Any Dexterity rolls for next hour are rolled with Disadvantage (1sp)	Fire	Expect warmth in the belly and then the heat rises, causing the drinker to breathe fire, causing damage of 2d6 hp if anything is in close proximity (2sp)	Spark	The drinker feels a sudden surge of wild magic surge from their gut and into their hands. <i>Roll on the Wild Magic Table for effects</i> * <b>(1gp)</b>
14	Homely	A comforting feeling comes over the drinker. They cannot be frightened for the next hour (5sp)	Icey	This substance cools the body down to a slightly uncomfortable temperature. The drinker cannot catch on fire for 10 minutes after drinking this (5sp)	Chimera	This blood-red spirit affects the drinker if they fail a Constitution Save dc12. If they do, they grow two metaphysical (not visible) heads and can see in all directions for 2 minutes <b>(2gp)</b>
15	Classic	A tried and tested drink (1sp)	Dodgy	Roll 1d6. On a 1 or 2, this drink causes gut rot. Both the DM and drinker roll 1d20 (plus drinker's Constitution save). If the drinker fails, I incapacitates the drinker for 1 hour (0sp)	Bite	A strange type of mead, the drinker must make a Constitution Save dc10, or they lose control of their mouth, and any attempt to speak is to cause their mouth to open and quickly snap shut again. The drinker can attempt save every 5 minutes (2sp)
16	Warm	A comfort drink. Cancels out effects of any 'Icey' drinks. (2sp)	Calming	On taking this, the drinker cannot be frightened or intimidated for 1 hour <b>(1gp)</b>	Solarian	This powerful drink has a pinch of divinity. The drinker must make an Intelligence Save dc 12 or roll on the Solar table *. If they succeed, they have magic resistance for 1 hour. <b>(10gp)</b>
17	Open range	Brewed outside. Drinker rolls a Constitution Save dc5 or becomes ill, taking 1 point of exhaustion (0sp)	Loving	The drinker behaves in an amorous way, openly flirting with anybody around for 1 hour, unless they try to resist and pass a Wisdom Save dc12 (5sp)	Bugbear	This pungent mix gives the drinker a headache even before any intoxication takes place. It also gives them advantage on saving throws against being charmed or frightened for 10 minutes <b>(2gp)</b>
18	Tavern's own	Brewed on site (1sp)	Challenging	The drinker feels brave and can increase a particular skill they for 1 minute after drinking <b>(1gp)</b>	Spittle	This strong spirit can only be sipped as the taste is so strong (2sp)
19	Vintage	A quality choice <b>(1gp)</b>	Dangerous	Containing mild hallucinogens, the drinker must make a Constitution Save dc12 or be frightened for 5 minutes (5sp)	Homebrew	This highly toxic and volatile spirit can make the drinker blind for 1 minute per number of their Saving Throw. The DM rolls for potency, and the drinker must roll a Constitution Save to try and beat that number. (0sp)
20	Strangely	Reverses other drink effects (1sp)	Sweet	Extra sugary, for those who have sweet taste buds (1sp)	Faithful	This special spirit allows the drinker to walk outside of their body and move ethereally in the world within 60ft in any direction. The spell wears off after 5 minutes and the drinker immediately takes 1 point of exhaustion. <b>(1gp)</b>

*gp = Gold Piece(s), sp= Silver Piece(s), dc = Difficulty Class*



*Questionable Table	
1	On a failed save the drinker cannot see other people for 5 minutes, when they can attempt to make the save again
2	On a failed save the drinker believes there is no tavern, for 5 minutes, when they can attempt to make the save again
3	On a failed save the drinker believes the being next to them (roll if more than one) is their greatest foe, for 5 minutes, when they can attempt to make the save again
4	On a failed save the drinker believes the being next to them (roll if more than one) is their greatest love, for 5 minutes, when they can attempt to save again
5	On a failed save the drinker cannot cast spells or communicate for 5 minutes, when they can attempt to save again
6	On a failed save, gravity actually stops working around the drinker and they can float freely around the room for 5 minutes when they must attempt to save again

*Hair Growth Table	
1	Small amount of hair growth on top of the drinker's head
2	Small amount of beard growth on the drinker's chin
3	No visible effects, apart from a look of surprise on the drinker's face
4	Long dark hair growth on the drinker's arms and legs
5	The drinker's mane on top of their head grows twice the length in a matter of minutes
6	A large, fully formed beard grows on the drinker's face in a matter of minutes

*Elixir Table	
1	The drinker can understand any creatures for 5 minutes before the effect fades
2	The drinker feels an increase in strength (+2 modifier), lasting for 2 minutes
3	The drinker can effortlessly read another being's mind. The effect lasts for 2 minutes
4	The drinker becomes invisible for 5 minutes
5	The drinker loses any points of exhaustion and gains 1d4 hit points
6	The drinker cannot stop laughing and is incapacitated for 1 minute, when they can attempt a Constitution Save dc10 to stop

*Solar Table	
1	The drinker randomly teleports 60ft away from their current location
2	Every creature within 10ft of the drinker suffers 3d6 radiant damage
3	With only 6 seconds warning, a blast shoots out of the drinker's eyes, blinding any creature it was looking at (or the drinker themselves if eyes are closed). A Lesser Restoration spell removes tis blindness condition

*Wild Surge Table			
1	A sudden surge of power ripples through the drinker's fingers and they need to decide where they release this power. Once chosen, the drinker releases a fireball. Each creature within a 20ft sphere of that point must make a Dexterity Save dc12 or take 8d6 points of fire damage. A successful saves halves the damage	6	A sudden burst of bubbles erupts from the drinker's mouth. Each bubble contains images of other creatures looking puzzled in their bubble environment. After 1d6 turns they disappear as the bubbles burst. In that time the player characters can interact with these creatures
2	The drinker starts to levitate into the air. If they want they can try to suppress the magic with an Intelligence Save dc15 otherwise, they will rise to 15 feet in the air (or to the ceiling) for up to an hour. The user can attempt another saving throw after every 5 minutes	7	A black mark wraps around the drinker's wrist. Every attack, ability throw or saving throw the drinker makes will be with disadvantage until they roll a natural 20. This curse can also be cured using Lesser Restoration
3	A sudden surge of power ripples through the drinker's fingers and they need to decide where they release this power. Once chosen, grease sprays out onto an area up to 60 feet away or until it hits a target. Any creature in a 10ft area of that point is covered in grease. If it hits the floor, the creatures must make a Dexterity Saving throw dc15 or fall prone	8	The drinker glows with bright light in a 30 foot radius for the next minute. Any creature that ends its turn within 5 feet of the drinker is blinded until the end of its next turn
4	The drinker travels to the Astral Plane until the end of its next turn	9	The drinker is surrounded by faint, ethereal music for the next minute
5	The drinker is immune to being intoxicated by alcohol for 24 hours	0	The drinker and those in 10ft radius of them are transported into another dimension (of the DM's choosing) in a transparent bubble which they can burst if they use excessive force. Otherwise, the bubble will reverse the dimension jump and transport them back to the tavern